



Amount of shift (byte)	Structure definition	Content (example)	Notation
0000~0011	<pre>typedef struct tagUIStringRSHeader { UINT32 NumberOfLanguage; LANGHEADERENTRY \ HeaderEntry[1]; } StringRSHeader; typedef struct tagUILangHeaderEntry { UINT32 LangID; INT32 LangPointer; } LANGHEADERENTRY;</pre>	01 00 00 00	Number of language in file (1)
		00 00 00 00	Sign of language (0,English)
		0c 00 00 00	Amount of word shift of beginning of the file
0012~0039	<pre>typedef struct tagUIStringRSInfoHeader { UINT32 LanguageID; UINT32 LangCharacteristic; UINT32 LangSize; INT32 StringPointer; INT32 RFU1; INT32 RFU2; INT32 RFU3; } StringRSInfoHeader;</pre>	00 00 00 00	Sign of language (0,English)
		14 00 00 00	Spare
		0C 9B 00 00	Words of file
		28 00 00 00	Amount of word shift of beginning of the file
		FF FF FF FF FF FF FF FF FF FF FF FF	Spare
0040~0043	NT32 COUNT	7F 04 00 00	Amount of vocabulary entries
0044~xxxx	INT32 STRINGPOINTER	xx xx xx xx	Amount of data shift
xxxx~xxxx	const INT8 *string;		Vocabulary entries with 0000 ending, retrieving amount of shift according to index

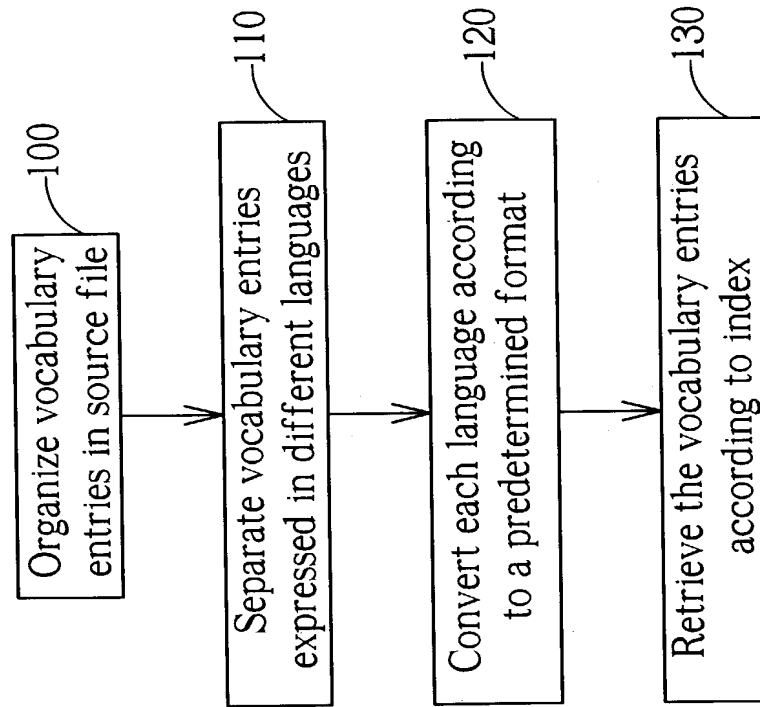


Fig. 2